CLEAN VERSION OF PENDING CLAIMS

METHOD AND APPARATUS FOR CONTROLLING IMAGE TRANSPARENCY
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20. A method comprising:

selecting a mode, the mode is FRONT_ONLY, BOTH_SIDES, or BACK_ONLY;

determining a viewing angle;

determining an object angle;

calculating a theta, theta equals the viewing angle minus the object angle plus pi;

assigning a function of theta to alpha, if the mode is FRONT_ONLY or BOTH_SIDES;

assigning a function of theta minus pi to alpha, if the mode is BACK_ONLY;

comparing alpha to zero;

assigning zero to alpha, if the mode is FRONT_ONLY and alpha is less than zero;

assigning zero to alpha, if the mode is BACK_ONLY, and alpha less than zero;

assigning minus alpha to alpha, if the mode is BOTH_SIDES, and alpha is less than zero; and

assigning a transparency factor to alpha.

21. (Canceled)

22. (Amended) A method comprising:

identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and

modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface, wherein the function comprises a cosine function.

23. (Canceled)

24. (Amended) A method comprising:

identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and

modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface, wherein the function comprises a non-linear function.

25. (Canceled)

26. (Amended) A method for generating a transparency factor for an image of an object, the method comprising:

selecting a viewing surface;

selecting a vector normal to the viewing surface;

determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and

calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises calculating a cosine of the angle of incidence.

27. (Canceled)

28. (Amended) A method for generating a transparency factor for an image of an object, the method comprising:

selecting a viewing surface;

selecting a vector normal to the viewing surface;

determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and

calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises calculating a non-linear function of the angle of incidence.

29. (Canceled)

30. (Canceled)

31. (Canceled)

32. (Amended) A computer comprising:

a processor;

a computer-readable medium; and

a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface, wherein the function comprises a cosine function.

33. (Canceled)

34. (Amended) A computer comprising:

a processor;

a computer-readable medium; and

a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface, wherein the function comprises a non-linear function.

35. (Canceled)

36. (Canceled)

37. (Amended) A computer readable medium having computer-executable instructions stored thereon for performing a method, the method comprising:

modulating a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface; and

modulating the transparency non-linearly.